

TOWNSFOLK



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Chef

You start knowing how many pairs of evil players there are.



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Flowergirl

Each night*, you learn if a Demon voted today.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

OUTSIDER



Tinker

You might die at any time.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Sweetheart

When you die, 1 player is drunk from now on.

MINION



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Leech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Twists, Turns, and a Tinker — by Bønes

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  Sailor
- 6  Marionette
- 7  Lleech
- 8  Godfather
- 9  Witch
- 10  Pukka
- 11  Amnesiac
- 12  Washerwoman
- 13  Librarian
- 14  Chef
- 15  Grandmother
- 16  Balloonist
- 17  Chambermaid
- 18  Dawn

FABLED, JINXES & LORIC

Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.

Pit-Hag & Goon

If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Sailor
- 4  Innkeeper
- 5  Witch
- 6  Pit-Hag
- 7  Pukka
- 8  No Dashii
- 9  Vigormortis
- 10  Lleech
- 11  Godfather
- 12  Sweetheart
- 13  Amnesiac
- 14  Tinker
- 15  Moonchild
- 16  Grandmother
- 17  Flowergirl
- 18  Juggler
- 19  Balloonist
- 20  Chambermaid
- 21  Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

Twists, Turns, and a Tinker — by Bønes

1		Dusk Start the Night Phase.
2		Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3		Demon Info If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		Poppy Grower Do not inform the Demon/Minions who each other are
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
7		Leech The Leech points to a player. Place the Poisoned reminder token.
8		Godfather Show each of the Outsider tokens in play.
9		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
10		Pukka The Pukka points to a player. That player is poisoned.
11		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
12		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
13		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
14		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
15		Grandmother Show the marked character token. Point to the marked player.
16		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
17		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
18		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Twists, Turns, and a Tinker — by Bønes

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
4		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
6		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
7		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
8		No Dashii The No Dashii points to a player. That player dies.
9		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
10		Lleech The Lleech points to a player. That player dies.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Sweetheart Choose a player that is drunk.
13		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Tinker The Tinker might die.
15		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
16		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
18		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
19		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
20		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
21		Dawn Wait for a few seconds. End the Night Phase.